

FEATURE STORY: INSIDE SONIC ADVENTURE!
THE GAME THAT CHANGED SONIC FOREVER!

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ISSUE **2**

SONIC

SUPER SPECIAL™



SONIC SUPER SPECIAL

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The Christmas Specials are about to arrive! We'll examine the wish number 101 of the Christmas Specials designed for the Sonic Super Special Anniversary!



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SUPER SPECIAL DELIVERY

It sure is! A relative, perhaps?

I love the foreboding and the interludes that you have, and I'm looking forward to hearing from TTY in the future as well as whatever surprises you have in store! Are you going to offer a subscription rate for the Super Special Magazine? If you are, I would take it, please!

Sincerely,
Stephen C.

sent to sonic@archileconomics.com

After you, you are next! Check archileconomics.com for all the details regarding the Sonic Super Special Magazine subscription! Thanks for writing in, Stephen!

Dear "Super Special Delivery",

I enjoy your Sonic comics and this is the first time I'm writing to you!

I enjoy your letter and this is my first time responding to it!

I have a few questions for you!

1) Will there be an army of Metal Freedom Fighters?

I can't give anything away, but an army of Metal FF would certainly be cool! Keep an eye on the "Screams" are over in Sonic Universe...

2) What is about the "Ancient city" that looks like a chaos emerald but is not?

The Ancient City, which nearly drove the Wild Card Nation into outright war with the Pelican, looks like a Chaos Emerald indeed! But what exactly its properties are remains a mystery! Keep and eye on STH and SA about the road for more details!

3) And last but not least, keep up the great, amazing and superb work!

Karin Laine T.
from Malaysia

Thanks, Karin! Glad you're diggin' it!

Dear "Super Special Delivery",

I have a request. Amy's character development is severely limited by her discussion with Sonic.

She performed at her best in the "Hecklers Team Tango" arc. In that story she was more concerned with fulfilling her duties as a

Freedom Fighter, and it was nice to see there was more to her life than chasing Sonic. Please can you have Amy give up on Sonic?

Pinkcube,
LA,
sent to sonic@archileconomics.com

A good point you raise there! Amy's role in the comic is about to take on some new meaning that will address exactly what you're talking about, and expand on her character in ways we've never seen before.

Dear "Super Special Delivery",

Myself I've been a Sonic fan for a while now, but didn't really get into it until last summer, so I thought now was a good time to write in.

Hi! Glad to have you aboard!

First off, I'd like to impress you by saying I went through 228 issues of Sonic comics in three weeks, really! It was my time for Sonic that gave me the drive.

If anyone out there would also like to be super-cool and read every issue, simply download the Sonic Comics app to your mobile device and get started!

Secondly, I'm curious. How can I get a job working for Archie Comics? I'm sure I'm pretty good.

I'm sure you are too! All I can say is keep practicing your art or writing and learn from the supremely talented creators that work on the Sonic comics!

And last but not least, I notice that all the comments that end up in the comics start with "Dear Sonic-Drama". Is that your doing, or is it mandatory?

Carlous and Way Peat Cool,
Emily A.

A little bit of both! Thanks for writing in, Emily!

That's all for this edition of SUPER SPECIAL DELIVERY. See ya next time!

SUPER SHOUT-OUTS

"Needs more Shameless Pugs!" - Page 18

sent to sonic@archileconomics.com

"I love the Genesis saga. It's awesome. I don't own part 4, but I've seen it, and I love it." - Aaron G.

sent to sonic@archileconomics.com

"I think that Dr. Robotnik kinda looks like my 8th grade teacher." - Lay B. from Washington

"'Genesis' was a perfect introduction to new fans and still keeps in line with the classic continuity."

- Jordan from Australia

"The action and drama has increased by at least 500%!"

- Sterling sent to sonic@archileconomics.com

"I loved the Scurge saga in Sonic Universe. Now what's going to happen? Scurge is on the loose!"

- Abby from N.S. Canada

"I'll have the usual!"

- Emily B.O.



SONIC SUPER SPECIAL

NEWS FLASH



MECHA SALLY

OH NO, MOBO! SALLY'S A ROBO!

EGGMAN'S NEWEST WEAPON, AND WHAT IT MEANS FOR THE FF

Over the *Sonic the Hedgehog* comics' 18+ year run, there have been many shocking moments indeed! The "death" of the original Robotnik in *End Game*, the destruction of Knothole and the reveal of the Iron Dominion to come—but a few! But none quite as shocking as when in *Sonic the Hedgehog* #200, Princess Sally Acorn bravely sacrificed herself to save her friends, and in the process was horribly mutated into the being known as **MECHA SALLY**.

With Sally's fate hanging in limbo following the events of *STH* #200 and "Genesis," both Sally fans and Sally haters alike stood waiting to find out if she would live or die. When the big reveal was unveiled at this year's New York Comic Con, the reaction was explosive! Sonic's friend, teammate and love of his life had been twisted by Eggman into a virtual living weapon. "It was delightful to see such a strong and passionate response," said writer Ian Flynn of the big reveal. "I'll never forget that room full of people gasping in unison."

"Around issue 200 I had the idea for Mecha Sally, and began laying the groundwork in the subsequent 30 issues!" Flynn goes on to say. "The build-up to this one has been a long time coming."



WORST. DATE. EVER.

MECHA SALLY SOUNDS GREAT! HOWEVER, SHE'S A LITTLE TOO POWERFUL FOR US! (STH #201)



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Look for more Mecha Sally action as the saga continues in upcoming issues of *Sonic the Hedgehog* and *Sonic Universe*! Her story is far from over!



A "RABBOT": NO MORE!

BUNNIE'S STARTLING TRANSFORMATION!



1ST COUPLE OF MOBIS
 (AS LONG AS WE'RE TOGETHER,
 EVERYTHING WILL BE FINE)
 ...ANYONE, SENSE THIS?

As if the staggering sacrifice of Sally wasn't enough, Bunnie Rabbot appears to be the next Freedom Fighter to undergo some MAJOR changes in the post-Genesis world!

When Eggman launched his Titan Metal Sonic at New Mobotropolis in *STH4000*, it was up to the heavy hitters Bunnie and Isis Naugus to put a stop to the monstrous Metal! While Naugus did manage to get himself together and crystallize the beast, Bunnie was caught in the crossfire and her robotic parts turned

to crystal as well! When Naugus attempted to right the wrong, he shocked the city by turning Bunnie to flesh and blood again! The real question is... was this intentional, or possibly a by-product of Naugus' post-Genesis psychosis?

Whether intentional or not, the loss of Bunnie's robotics are sure to have lasting effects on her place in the Freedom Fighters. The team has come to rely on Bunnie's light, strength and projectile blasts as an invaluable asset in the field, and replacing that kind of firepower will surely be no easy task! As for Bunnie herself, her journey as a "normal" Mobian has only just begun.

"Bunnie is one of our strongest characters, but is, at the same time, vulnerable in many ways!" adds writer Ian Flynn, "the upcoming adventures are really going to put her to the test."



THE BUZZ ON BUNNIE

WAS NAUGUS CHANGING BUNNIE TO FLESH & BLOOD, BUT DID HE MEAN IT?

OH MY STARS!

OUR TOP FIVE BUNNIE MOMENTS!



THE UPGRADE
 (Sonic Heroes)
 Would you believe, inside the all-new series, what do you get? You make "new" stuff, what those original mood parts and happens. Bunnie opted for an upgrade!

RACING AGAINST THE MACHINE
 (Sonic Heroes)
 What did the two-world fighters say in the Machine zone? "GLORY!" It was a battle of wits and prophecies when Bunnie went toe-to-toe with Mocha's Ghost!

SONIC VS BUNNIE
 (Sonic Heroes)
 Bunnie and Sonic are connected with her long hair. Sonic, Bunnie, so you can finally dance her for jumping the first rule to meet with her! That's all! Bunnie's personality in Sonic the Hedgehog!

THE BAT FIGHT!
 (Sonic Heroes)
 Bunnie's personality in Sonic the Hedgehog! Bunnie's personality in Sonic the Hedgehog! Bunnie's personality in Sonic the Hedgehog!

A ROYAL WEDDING
 It was a long time coming, but Antoine and Bunnie finally tied the knot in the gas (Hill) in the ceremony was truly, unfortunately! I hope peace before Eggman's return! Bunnie's story!

SONIC SUPER SPECIAL

REVIEW:

Sonic Generations takes the best elements from its predecessors and expands upon them to make what could be the best 3D Sonic game ever produced!

As the title would suggest, this game not only allows players to play as the current, "Modern Sonic," but also his original design from the *Genesis* days, "Classic Sonic." This phenomenon is made possible via the coining scene of the game. While attending his surprise birthday party, Sonic encounters a mysterious monster that kidnaps all of his friends and scatters them through time. Sonic himself is trapped in a distorted white helix, where he meets up with Tails, as well as their younger counterparts! Both classic and modern heroes quickly decide to team up to save their friends, feed the mysterious monster, and fix the timeline.

Similar to the *Genesis* days, Classic Sonic's moves include his traditional spin jump and the spin dash, with the latter feeling even more powerful than it did in the classic *Sonic 2* and *3* games. Modern Sonic plays just like he did in *Sonic Colors*. Retaining moves include the spin jump, homing attack, crouches, stomps, slide, drift, and of course the sonic boost. New to Sonic's arsenal of moves are air tricks. When going off a ramp or jumping through a rainbow loop, Sonic can perform tricks in the air to fill up the level gauge. This is a great addition and really helps the player maintain speed. Additional moves such as the light speed dash and wall jump are acquired as the player progresses through certain levels.

Extra abilities can also be added to either Sonic via the skill shop, where players get to customize Sonic. My personal favorites are the elemental shields, controlling exactly how they did in *Sonic 3*, only now players can enable them at will rather than finding them in item boxes which is a nice touch.

The title *Sonic Generations* not only refers to the modern and classic Sonics, but also refers to the zones. Each zone is taken from 3 different eras of Sonic history and is given an HD makeover; these include the *Genesis* era, the *Dreamcast* era and the *Modern* era. The zones are divided into two acts, Act 1 for Classic Sonic and Act 2 for Modern Sonic. Classic Sonic's act is strictly on the 2D plane, while Modern Sonic's act alternates between 2D and 3D like *Sonic Colors*. Although the levels may be taken from past games, the layout is completely new and this is where *Generations* shines the brightest. *Classic City Escape* always keeps me on my toes, especially when the G.U.M. truck comes around that thing really wants revenge!

As for my favorite Modern stage, I am torn between "Sky Sanctuary" and "Crisis City", which are filled with multiple pathways and interesting obstacles; both are perfect examples of how Sonic in the third dimension should be. I also loved the vast amount of exploration that the original Sonic titles offered. Finding alternate routes made replaying the old games fun and interesting, and that principle holds true in just about every level in *Generations*. Finding the fastest route also keeps players in the prime mode, where players compete to be the fastest.

SONIC GENERATIONS



STRANGE PORTALS, STRANGER MONSTERS!

SONIC'S BROTHERS SPINNY PARTY CRIES CHAOS!! AND ONE OF 'EM HAS TO BECOME HIS FRIEND!



CLASSIC SONIC



GEOFFREY ST. JERK!

TALK ABOUT BEING A REAL STINKER! GEOFFREY ST. JOHN HAS QUITE A HISTORY OF DECEPTION ON HIS TAIL. BE ON THE LOOK-OUT FOR BOMB EGGH FOR THE SUPER BRUNK-TASTED BOON.

The online mode I constantly return to is the 30-second trial. At the end of 30 seconds a goal post will mark your distance, you can even find your friends' goal posts in the level, giving you an idea of how far you would have to travel in order to surpass them.

Accompanying each zone is its respective music track, revised and updated. Classic Sonic's art music generally has a retro, or *classics*-esque feel to it. It really stands out when playing stages from the later eras, especially in "Speed Highway," which sounds 'up and down, and all around' fantastic! Modern Sonic's art music is reminiscent of the uppest style of music heard in *Sonic Colors*, which accompany its levels perfectly. Following the "generations" theme, all of the real battles and bosses return from Sonic's past. The mode includes Metal Sonic, Shadow the Hedgehog, and Silver the Hedgehog, each featuring different challenges as well as some awesome introductory sequences. The boss battles are just as epic, and I'm going to have to keep the final boss a secret, but I can say that it's a real surprise!

Sonic Generations, with a simple story, great level design, tight controls, and fantastic music to boot, is a game that any Sonic fan, classic or modern, can enjoy. Even if you're just getting into the series, give it a try! This is definitely a game to be enjoyed for generations!

—Vincent Lovello

AVAILABLE NOW!

SONIC GENERATIONS IS NOW AVAILABLE FOR A FREE TRIAL, PLUS A FREE TRIAL WITH SUBSCRIPTION.



WHAT'S UP, DOC?

EGGMAN TAKES CENTER STAGE IN "SCRAMBLED"



Hot on the heels of the New Mobotropolis-shattering "Babylon Fishing," comes the brand new Sonic Universe story arc: "SCRAMBLED!"

Dr. Eggman is knocked for a loop when the treacherous Snively tries to disrupt the entire Eggman Empire! The two big questions for this story arc are: what is TRUTH?

Snively's ultimate goal? And can Dr. Eggman pull his forces back in one before it's too late?

Penciler Jamal Pappert makes his Sonic Universe debut, penciling the entire arc and its covers as regular SU penciler Tracy Vacheyhops aboard Sonic the Hedgehog for a stint of issues beginning with issue #235. As many longtime fans of SU know, Jamal Pappert knows his way around the Eggman Empire, penciling such classics as STH#202's "From the Inside Out" and STH#221's unforgettable "Special Zone House Cart."

"SCRAMBLED!" will take us on a tour of Mobius like you've never seen before, exploring the dark depths of the Eggman Empire!

Look for this epic new story arc to hit its mid-to-late February!



SPOT & CURRY COMETH!
EGGMAN'S REVENGE LAUNCHES ARE GRIPPING UP TO BE WELL-FOUNDED CHARACTERS!

SONIC COMIC

SUPER SPECIAL FEATURE:

SONIC ADVENTURE PREVIOUSLY...

THE WORLD IS CHANGING FOR SONIC THE HEDGEHOG! SHORTLY AFTER A SPEED WOTTEX CHANGED SONIC'S APPEARANCE, HIS WORLD WAS ROCKED AGAIN WHEN DR. ROBOTNIK RETURNED. ROBOTNIK, NOW RESEMBLING A HIDEOUS EGGMAN, STOOD POISED TO RESUME HIS QUEST FOR WORLD DOMINATION, AND SONIC FOUND HIMSELF BACK ON THE FRONT LINES OF THE VILLAIN'S WAR ON BIOLOGISTS!



EGGMAN'S NEW PLANS WERE BEGINNING TO TAKE SHAPE, AND WHILE ATTEMPTING TO INFILTRATE HIS COMPUTER NETWORK, NATE MORGAN STUMBLED UPON TERRIFYING NEWS: EGGMAN HAD DISCOVERED THE HIDDEN CITY OF THE ANCIENTS!

WITH NOT A MOMENT TO SPARE, SONIC AND THE FREEDOM FIGHTERS SET OUT TO CONFRONT EGGMAN AND HIS SHADOW BOTS! YOUNG AMY ROSE WAS HEARTBROKEN WHEN SHE WAS TOLD TO STAY BEHIND ON THE MISSION. "YOU'RE PARTOO YOUNG," THEY SAID!

WELL, IT APPEARS AMY ROSE HAS GONE AND DONE SOMETHING DRASTIC...



DID YOU KNOW...

"SONIC ADVENTURE" WAS THE FIRST OF THE "MODERN" Sonic the Hedgehog games, and with it came a host of character updates and, in some cases, re-designs. To make these character shifts work within the comic book continuity, each design change needed to be incorporated as a story element. Sonic's change occurred in STNAT7, and Amy's in STNAT9 & #60.

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☐ YES ☐ NO ☐ BOTH ☐ NEITHER

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SONIC PRESENTS
SUPER SPECIAL A LOOK BACK AT

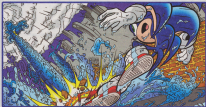
SONIC ADVENTURE™



THE GAME THAT CHANGED SONIC FOREVER!

September 9th 1999 is a date that every Sonic fan remembers, as not only the release of Sega's brand new, state of the art console, the Sega Dreamcast, but also the very first Sonic the Hedgehog title to feature 3D game play. *Sonic Adventure* was the catalyst for the modern Sonic gaming era, a game-changer like nothing ever seen before in the Sonic the Hedgehog franchise, and boy was it a blast!

Ever since *Sonic 1* on the Sega Genesis, Sonic games have been pretty straightforward, literally! Sonic starts on the left of the screen, and you have to get him to the goal on the right. There is plenty of variation in between, but that was the gist of it. *Sonic Adventure* did the same thing, only this time the field was wide open, and there were even more routes to take than ever before.



"AH, YEAH! THIS IS HAPPENIN'!"

SONIC ENCOUNTERS CHAOS FOR THE FIRST
TIME IN THE MIDDLE OF STATION SQUARE!

This was made possible through Sonic's new move, the homing attack. This move has become a staple in modern Sonic games, it allows Sonic to home in on enemies, item boxes, and various objects within the game environment, changing how we would play Sonic forever. The gaming experience was also expanded upon with "level up" items. These items added new abilities to Sonic, one was the light speed dash, which allowed Sonic to run along a trail of rings and in some cases reach new areas previously unexplored. This ability has also become a fan favorite, appearing in most of the later titles in the main series.

Sonic Adventure was also the first Sonic title to ever include various game modes. Aside from the usual action stages and bosses, there were also free roaming areas called adventure fields, as well as sub games which featured all sorts of activities such as piloting Sonic's plane "the Tornado" and snowboarding for your life from an avalanche. These modes were not just limited to the blue blur himself. Sonic's friends Tails, Knuckles, and Amy are also featured as playable characters. All of the main characters received minor tweaks to their character models, except for Amy. Amy went through a total re-design, appearing more mature, and adaptive to her level environment. This game also marked the first appearance of Big the Cat, and Gamemaster- a robot created by Dr. Eggman, both new playable characters. All of the characters have their own unique abilities that correspond to the levels they play in. For example, Knuckles still runs fast, glides,

and climbs walls, but he can now also dig into the ground to search for buried emerald shards.

Another feature, which was lightly touched upon in *Sonic 2*, *Sonic 3* and *Sonic & Knuckles*, was the inclusion of cut scenes. Since the storyline for *Sonic Adventure* was so detailed, it required scenes in-between levels to help move the story along, as well as feature key dialogue for the first time ever in a Sonic game. *Sonic Adventure* has an awesome story where Dr. Robotnik, now referred to as Eggman by Sonic, takes control of an ancient water monster called Chao.



AMAZING AMY!

AMY GOT A MAJOR MAKEOVER FOR HER RETURN IN SONIC ADVENTURE!



THE TORNADO II TAKES FLIGHT

THE ORIGINAL TORNADO GOT SHOT DOWN BY THE BAD GUY DR. TAILS DECIDED TO MAKE AN ALL NEW PLANE. THE TORNADO II IS ABLE TO TRANSFORM MAKING IT FASTER THAN EVER!



PERFECTION ACHIEVED!

"PERFECT CHAOS" EMERGES AFTER
ACQUIRING ALL SEVEN CHAOS EMERALDS!

Chaos is known as the god of destruction, and Eggman is determined to unleash its fury on the world. To do this, Dr. Eggman must find the Chaos Emeralds and use them to power up Chaos. It's up to Sonic to find the Chaos Emeralds before Eggman does and put an end to his devious scheme. The story is the first in the series to be really dramatic and involved; these were also the first scenes in the Sonic series where Sonic actually talked.

All of Sonic's friends were seen in a new light. Even though we always knew that Sonic was the "blue dude with tails," (insert impatient foot tapping here) having him speak emphasized and expanded upon his personality. Being able to play the main story through each individual character's perspective was also a nice touch.

Take Amy's story for instance, her scenes explain how she met the flickie-bird that constantly follows her around, and it explains why the bird is significant.

If you only play Sonic's story, you only get a sliver of Amy's story, and you don't know why she is being pursued by Eggman's robot in the first place. Each of the character's stories brings something new; it's like a virtual puzzle that is only truly complete after you play as each character.

Sonic Adventure was not only a continuation of a great game series, but it also served as a transition and evolution for the franchise. Even in

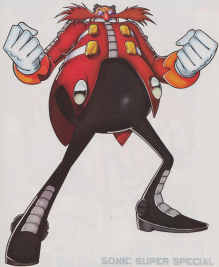
the more recent titles, such as **Sonic Colors** and **Sonic Generations**, the "Adventure" aspects live on and continue to prove how important they are to Sonic in the third dimension. -VL



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SONIC ADVENTURE

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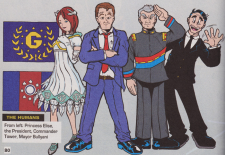
SONIC
ADVENTURE

PART II

SONIC CHARACTER PROFILE: SUPER SPECIAL

The beginning of the United Federation - Tens of thousands of years ago, the Kongs invaded Earth, destroying almost all life. With almost no time to prepare, a few cities were built in concealment. Only a fraction of humanity survived in these cities as the rest of the planet was reshaped by the Gene Bombs. Time passed, continents shifted, the Chaos Emeralds first appeared and the world was renamed "Mobius" by the mobians. The handful of hidden cities remained self-sufficient. As Mobius moved on around them they established a network of communication and trade.

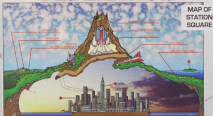
The political structure - In time a formal structure came to the organization. Each city acted as its own country, and chose a different form of self-government. Each ruler represented their city-state and served as council to the President of the United Federation, who presides over Central City. To protect each other from the outside world, each city-state was sworn to secrecy. If discovered, they would act as if they were all that was left of the old world to protect the others. The second line of defense was the Guardian Units of the Nation, or G.U.N. Each city-state had a commander to command the local forces, and all these in turn answered to a single commander of all of G.U.N. This person answered only to the President.



THE HUMANS

From left: Princess Elise, the President, Commander Tower, Mayor Bullyard

UNITED FEDERATION



The United Federation was first discovered by their genetic cousins, the Overlanders. They mutually entered into the "Heritage Project" which worked to reintroduce the humans into the world and to expose the cultures to each other. At the end of the Great War, it was the bias of the "Heritage Project" that allowed roughly a third of the Overland to immigrate into the United Federation.

The exposure to Mobius came when the Eggman Empire's efforts forced Station Square into the open and created a line of communication between them and the Kingdom of Acorn. The initial contacts were tense, but served to find a home for the Overlanders returning from their failed space mission. The exposure of "Project Shadow" furthered the reveal of the United Federation. Now, most of the United Federation is known. It is a risky move to open themselves up to the Eggman Empire.

but the current thinking is that a public united front is better than hiding and hoping for the best. That said, there may still be other small cities or pockets of "Old Earth" civilizations hidden throughout Mobius.



WILTON STATION
SQUARE AFTER THE
ATTACK OF PERFECT
CHAOS.

SONIC SUPER SPECIAL

CHARACTER PROFILE:

Chao are tiny creatures that hatch from eggs. They live exclusively in Chao Gardens - remote, idyllic sanctuaries filled with magical energy. They spend their days eating, sleeping and playing. The Chao can also gain the traits of creatures to which they are exposed. For example, if a Chao comes into contact with a bird, its flying abilities increase.

After a certain amount of exposure, the Chao will envelope itself into a cocoon and mature into a grown Chao. At the end of its life-cycle, the Chao will tuck itself into another cocoon and emerge as an egg - reborn as a new Chao with the traits it had in its past life.

CHAO

Stay on its good side!



CHAO

From Left:
Hero Chao, Dark Chao,
Normal Chao



Chao is a creature composed of living water. Its origin is a mystery - some say it is an eternal spirit, or it is an incredibly advanced and mutated Chao. Other rumors say it is one of the Seven Ibs Masterworks. The truth may never be known. It is known that Chao is primarily peaceful, existing as inert water and watching over its children, the Chao. It only becomes active in times of danger, and only attacks when the Chao need protection. Its drives are very basic (anger, fear, love, etc.) and it can mutate into powerful forms if it has a Chaos Emerald. If Chao holds all seven, it turns into a high-unstoppable monster called Perfect Chao.

Tikal was the daughter of Chief Pachamac, head of the Knuckles Clan. Despite being part of a warrior caste, Tikal followed the teachings of her grandmother and was a devout pacifist. It was her gentle ways that earned her the trust of the Chao in the lost Chao Garden and the trust of Chaos. Tragedy struck when the war between the Knuckles Clan, their rival

Nocturnus Clan, and the resident Felidae Warriors necessitated the power of the Chaos Emeralds in the Chao Garden. Pachamac led a brutal invasion of the garden, infuriating Chaos and unleashing its wrath, destroying the clan.

Seeing the destruction, Tikal and seven especially powerful Chao known as the Seven Servers were able to seal her spirit and Chaos within the so-called "Black Chaos Emerald." The Seven Servers were transformed into the Seven Super Chao Emeralds and scattered across the world. Tikal remained trapped with Chaos, trying to soothe its anger, until Dr. Ivo "Eggman" Robotnik released it in a bid for world domination. Tikal then assisted Knuckles the Echidna and his friends in foiling the doctor's plans, awakening the Seven Servers, and quelling Chaos. From there, Tikal led Chaos and the Seven Servers to a separate Zone where they rest in peace.

TIKAL

Always give peace a chance!



SONIC
SUPER SPECIAL

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SONIC

THE HEDGEHOG

SONIC
ADVENTURE

PART III



SONIC SUPER SPECIAL

PRESENTS

MOBIUS TIMELINE



AT EARTH'S FIRST COLONY

IN AN ATTEMPT TO CORRECT THE DECISION OF DR. ALBINO THAT HIS SCIENTIFIC BLUE TO ADAPT FROM HIS COLONY ON SONOWORLD.

THE SCIENTIST'S ASSISTANT WOULD BE REQUIRED TO WORK AGAIN.



INSTEAD, THEY LOVED THE LOCAL MONUMENT AS THEY WERE BUILT.

THE TARRAGHAN DEVL. TIME WAS TRANSFORMED INTO THE TARRAGHAN DEVL. TIME AS TARRAGHAN DEVL. TIME.

THE SCIENTIST'S WERE APPRECIATED AND CONSIDERED OF THEIR OWNERS. THE DECISION OF HIS WOULD BE REPEATED NOT LONG AFTER AND THE WORLD RETURNED TO PEACE.



THE TARRAGHAN DEVL. TIME WAS TRANSFORMED INTO THE TARRAGHAN DEVL. TIME AS TARRAGHAN DEVL. TIME.

SOON, THEY WOULD BE ALL BUT FORGOTTEN AND THE SCIENTIST WOULD BE THOUGHT TO BE THE ONLY.



MOBIUS TIMELINE



ACT 7

ARCHAEOLOGICAL & HISTORICAL CLANS

HUNDREDS OF YEARS AGO, LONG BEFORE SONIC, THERE WERE DIFFERENT ANTIQUES COLLECTOR. THE COLLECTOR HAD HIS OWN PRIVATE MUSEUM BEYOND REVEALING SONIC'S CULTURE.



THEY FIRST SETTLED IN SONICBORG, BUT EARLY ON, ONE OF THE ANTIQUE COLLECTOR, WHOSE NAME WAS DRAGON, WENT OFF TO RESEARCH, BUT TWO OF THE CAPTAIN STAYED TO FIGHT FOR THE LEAD.



THE ANTIQUE COLLECTOR BECAME THE ANTIQUE CLAN.



LED BY FIRST ANTIQUE COLLECTOR, THEY BECAME THE ANTIQUE CLAN AND WERE DEFEATED.

THE ANTIQUE COLLECTOR BECAME THE ANTIQUE CLAN.



THEY WERE TRANSFORMED TO THE "ANTIQUE" CLAN BY ANTIQUE COLLECTOR AND ANTIQUE COLLECTOR. THE ANTIQUE CLAN WERE THE ANTIQUE TECHNOLOGY.

MOBIUS TIMELINE

431 8  ISLAND IN THE SUN



MOBIUS TIMELINE

PT 1

GUARDIANS & DARK LEGION



RENEGADES USED THE SCOUTER BOARD TO DISCOVERED A PLAN TO REAR THE PLUM OF THE DARK EMPIRE AND RETURN JEWEL ISLAND TO THE SURFACE OF MOBIUS

DAVEY HUNT AGAINST THE SCOUTER BOARD AND ATTEMPTED THE DARK PLAN. HE WAS REJECTED BY THE DARK EMPIRE AND WENT TO HIS OWN HOME.

RENEGADES WERE KILLED THE FIRST DARK EMPIRE AND WENT TO HIS OWN HOME. HE WAS KILLED BY THE DARK EMPIRE.



RENEGADES USED THE SCOUTER BOARD TO DISCOVERED A PLAN TO REAR THE PLUM OF THE DARK EMPIRE AND RETURN JEWEL ISLAND TO THE SURFACE OF MOBIUS

RENEGADES WERE KILLED THE FIRST DARK EMPIRE AND WENT TO HIS OWN HOME. HE WAS KILLED BY THE DARK EMPIRE.



RENEGADES USED THE SCOUTER BOARD TO DISCOVERED A PLAN TO REAR THE PLUM OF THE DARK EMPIRE AND RETURN JEWEL ISLAND TO THE SURFACE OF MOBIUS

MOBIUS TIMELINE

EST. 10 HUNTING ANGEL ISLAND

OVER THE YEARS, THE GOVERNMENT BECAME MORE AND MORE INTERESTED IN THE SCIENCE TECHNOLOGY.

THEY SENT THOUSANDS OF SOLDIERS TO THE ISLAND WHICH LED TO WARFARE.



THE FEROX BEING LAUNCHED OUTSIDE WENT ON AT ANOTHER LEVEL. ALTHOUGH THE ATTACK WAS FOILED, THE RESULTS WOULD BE USED TO CONTROL THE ISLAND AGAIN.



PLASMA WARRIORS WERE THE FIRST TO BE SENT TO PROTECT THE ISLAND. THEY WERE THE FIRST TO BE SENT TO PROTECT THE ISLAND.

THE GOVERNMENT OF AMERICA WENT TO THE ISLAND TO SEE THE NEXT FIVE YEARS OF THE ISLAND.



SONIC SUPER SPECIAL

PRESENTS

FAST FORWARD



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A NEW TRAIL OF DECEITFULITY IS JOINED
WHAT STAYS AND BUSTLING SECRETS
HAS DECEITFULITY IS JOINED WITH
FROM THE TROUBLEMAKERS' ALIEN
WARRIOR SIDE IS THE NEW ADVENTURE!

5TH ARCHIVER VOLUME 17
ENTERED THE NEW WORLD
SONIC AND TAILS HAVE THE NEW WORLD
AND NAKED! TAILS AND SONIC ARE
LEFT TO THE VILLAINOUS SONIC MUST!

ON SALE FEB 7, 2012



SONIC UNIVERSE #37
TROUBLEMAKERS' NEW WORLD OF SONIC
EXPERIENCE OF THE NEW WORLD, SONIC AND TAILS
PLANS AND NEW WORLD TO BEAT THE
THE VILLAINOUS' SONIC AND TAILS
LORDS OF THE NEW WORLD, SONIC AND TAILS
WARRIOR SIDE IS THE NEW ADVENTURE!

SONIC UNIVERSE VOLUME 2
THE NEW WORLD
SONIC AND TAILS HAVE THE NEW WORLD
AND NAKED! TAILS AND SONIC ARE
LEFT TO THE VILLAINOUS SONIC MUST!

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SONIC SUPER SPECIAL

INTERVIEW WITH TRACY YARDLEY! ARTIST

SSSM: Tracy, you've been working on *Sonic the Hedgehog* and *Sonic Universe* for 8 years now, can you tell us a little about what got you into drawing comics?

TY: Ever since I was little I've enjoyed drawing, and I've always enjoyed cartoons and comics. I've never really wanted to do anything else, so I took all the art classes I could in high school and then went on to study art and comics in particular in college. My inspirations come from syndicated comic strips, European comic art styles, both Japanese and American animation, and video games. I've taken bits and pieces from all these different things and incorporated them into my own art style.

SSSM: What drew you (pun fully intended) to wanting to draw for the *Sonic the Hedgehog* comics?

TY: When I was in the 6th grade back in 1991, the first *Sonic* game came out and I was instantly hooked. I've been a fairly devoted fan ever since, collecting most of his games (and actually finding time to beat a few of them!) I found the original *Sonic* miniseries that Archie published way back when at my local drugstore and I was mesmerized by the wonderful and incredibly lively cartooning. Actually drawing the comics wasn't something I thought would actually ever happen, but after tons of hard work and being ready when the opportunity came along, I was happy to step up and continue giving life to one of my fondest childhood memories.

SSSM: You recently wrote the "Babylon Rising" story, just wrapping up in *Sonic Universe* #20-26. How did that story come about? Can you give us a little bit of insight into your writing process?

TY: Well, even though I've never played the "*Sonic Riders*" games, I very much like the idea and the style of the *Babylon Rising*. From what I know of their story, it seemed a little out there, so I tried to come up with a way to bring it into the Archie-*Sonic* continuity in a way that seemed natural and to tie the *Riders* closer to the Battle Bird Armada, which Ian had already been building up to in past issues.

I pitched the idea to Paul and asked for Ian's insights and



TRACY YARDLEY!

TRACY YARDLEY, ARTIST OF
SONIC UNIVERSE, TALKS TO
SSSM ABOUT HIS WORK

insights back in October of 2010. So, for about six months, I mullied the story over in my head, refining it. Then I worked out the script on paper before I'd type up my final drafts. All the while I was working closely with Ian on how to make all the elements fit in with what he was doing with the other *Sonic* book. In fact, it's a little spooky how well his ideas and mine were able to sync up to make the story come out as it did and still make sense with all the other plots he had going. I guess great minds think alike (and ours do too.)

SSSM: You've drawn countless *Sonic* pages over the years, are there any characters that you feel particularly

DID YOU KNOW...

Both Tracy and writer Ian Flynn were in attendance at the 2011 "Summer of Sonic" Convention in the UK! Tracy said of the event "I also had the awesome experience of seeing SegaRetro games, Yoji Kato and Takashi Ikeno live on stage and hearing Jun Senoue give a rocking performance of some classic *Sonic* theme songs. And I got to hang out with Ian Flynn in a different country!! Overall, it was amazing and I hope I get the chance to do it again sometime!"

comfortable drawing?

TY: Every character has their little quirks that can be tough to draw sometimes. Since the characters all seem so simple, it's really easy for them come out looking wrong if you make a small mistake. This is especially true for Sonic, but overall I'm certain I've drawn him many more times than most of the other characters and I feel pretty comfortable drawing him.

SSM: Finally, you recently attended the Savannah Children's Book Festival, can you tell us a little bit about it?

TY: Every year in Savannah, Georgia, the Live Oak Public Library system hosts a gathering of local and national children's book authors and illustrators. This year was the first in which they included comic book artists and authors in the festival. As they should, because, as Mike Pelletto will gladly climb onto a soapbox to tell you, comics are a valid and useful tool to encourage children to read.

We had wonderful weather and hundreds of people came to the park to meet the authors and look at the books. Much like a comic book convention, I sat at a table, greeting Sonic fans and doing sketches. A good time was had by all, and I hope the list of attending comic creators grows in years to come.



SUPER SELECTS

OUR TOP 5 FAVORITE STORIES DRAWN BY TRACY



"BIRTHDAY BASH"
It's finally the time to celebrate your first, and we do with some legal fiction about Sonic's story! As many fans recall, there was nothing but the excitement of "Crisis!"



"ONE STOP FIGHTING..."
Crisis! One of the most ambitious literary works in Sonic history. This story showed us the state of the Sonic Egg, the death of Sally Acorn, and the birth of "Sonic's" the one-down epic battle with the Tazzy family!



"SUNSHINE IS A FUN PLAY"
It's time to celebrate of age 200, the showdown between Sonic and Eggman was intense! Featuring the end of Eggman's rule and his massive, which featured one of the most iconic images of the entire series!



"TREASURE HUNT HAZARD"
Sonic! He was the first! It was indeed a new era of the most amazing super-hero era and the most fun you could have reading a comic book! The story of Sonic's adventures in the world of treasure hunt is a classic, it's beautiful!



"TREASURE HUNT"
Sonic! He was the first! It was indeed a new era of the most amazing super-hero era and the most fun you could have reading a comic book! The story of Sonic's adventures in the world of treasure hunt is a classic, it's beautiful!

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